SCYTHE QUICK REFERENCE GUIDE

SETUP

GAME BOARD

1. Shuffle the encounter, combat, and objective cards, then place them on their respective board spaces.
2. Shuffle factory cards and place as many as the number of players +1 on the board face-down. Remove the rest from the game.
3. Randomly draw one structure bonus tile and place face-up at the bottom of the Popularity Track. Remove the rest from the game.
4. Place an encounter token on each encounter space ( ).
5. Separate the resource tokens and coins into the supply.
6. Randomly deal a Faction Mat and a Player Mat to each player.

FACTION MATS

7. Start with the power position ( ) and number of combat cards ( ) shown on your mat.
8. Place your faction character on your faction home base.
9. Place 1 worker on each of the two land-adjoined territories adjacent to the home base.
10. Place 4 mechs on the mech spaces on your Faction Mat.
11. Place your 6 star tokens on your Faction Mat

PLAYER MATS

12. Start with the popularity position ( ) and gain the number of objective cards ( ) and coins ( ) shown on your mat.
13. Place the 6 technology cubes on the green boxes with black squares ( ).
14. Place the 4 structures on their corresponding boxes.
15. Place the 4 recruit tokens on the circle bonus spaces.
16. Place the 6 workers on the red Produce action rectangles.
17. Place your action token next to your Player Mat.
18. The player with the lowest numbered Player Mat takes the first turn. Play then proceeds clockwise.

TURN ORDER, TRIUMPH TRACK, AND END OF GAME

YOUR TURN

Choose 1 of 4 sections on your Player Mat (different than previous turn). In order, take either the top-row action, the bottom-row action, both, or neither. First pay the full cost of the action (red boxes) then gain the benefit (green boxes).

TRIUMPH TRACK

Place a star on the Triumph Track as soon as you complete one of the requirements. Each achievement may only be awarded once per player (note: there are two combat victory achievements). Once you place a star, it cannot be removed. When a player places their sixth star, the game ends immediately. No player takes any further actions.

END GAME SCORING

Gain coins for each star on the Triumph Track, each territory controlled (the Factory counts as 3 territories), and every two resources. The amount of coins for each is based on your position on the popularity track.

Then gain coins based on the structure bonus tile (even if you do not control the territory). For bonuses based on adjacent territories, only count each adjacent territory once.

The player with the most coins wins. Break ties (in order) by: number of units and structures, power, popularity, resources owned, territories controlled, and stars placed.

IMPORTANT CONCEPTS

CONTROL

A territory is controlled by a player if it has only that player's units on it or if it has their structure but no enemy units.

A territory with your structure and enemy units is controlled by the enemy units' player. The enemy units' player does not gain the structure's abilities.

Resources on a territory are controlled by the player who controls that territory.

FACTORY ACTION SPACES

Factory card action spaces do not give bonuses (Recruit, Structure, etc.) that Player Mat spaces do. The factory Move action allows *one* unit to move *twice*.

OBJECTIVES

At any time, if you complete an objective on one of your cards, place a star on the objective space of the Triumph Track and discard the other objective(s).

CLARIFICATIONS

RESOURCES: Food, wood, metal, or oil (not workers). You may only spend resources from territories you control.

TERRITORY: A non-Home Base hex. The Home Base does *not* count as a territory for any game effects.

UNIT: A character, mech, or worker.

Quick reference guide created by Nersi Nikakhtar

TOP-ROW ACTIONS

MOVE

Move one *different* unit per , or gain $1 per .

Units may move to an adjacent, non-lake territory without crossing a river (unless abilities allow you to). They may pick up and drop off any resources along the way. Mechs may also pick up and drop off any workers along the way. Resources and workers may never be dropped off on lakes. Workers may not move into spaces with enemy units.

Territories with tunnels ( ) are considered adjacent to each other for movement.

COMBAT: If your *character or mech* moves into a space with enemy units, movement must end. If there are only enemy workers, they retreat to their home base, and you lose 1 popularity (if able) per retreated worker. If there is a character or enemy mechs, initiate combat (see below) after all Move actions.

ENCOUNTERS: If your *character* is on a territory with an encounter token at the end of movement and combat, discard the token and draw an encounter card. You must choose one of the options you are able to take/pay. Any benefits gained are placed on that territory.

FACTORY: The first time your *character* is on the Factory territory (after movement and any combat end), take a Factory card from those available (only once; the card may not be replaced). This is now a fifth section of your Player Mat.

BOLSTER

Pay $1 to either increase Power by 1 per or to gain 1 Combat Card per .

TRADE

Pay $1 to place any two resources ( ) on any territory where you have at least 1 worker, or gain 1 Popularity per .

PRODUCE

Pay the displayed costs in *all* of the uncovered red rectangles to produce resources on *different* territories equal to the number of . Each worker on that territory may produce 1 item of its territory's type (see below). Place the produced resources /workers on their territory spaces. If producing a worker, take the leftmost one from the Player Mat.

FOOD | WOOD | METAL | OIL | WORKER | NOTHING

COMBAT

At the end of your Move action, if your character or mech is on a space with an enemy character or mechs, combat begins.

SELECT POWER: Combating players each select on their Power Dials the amount of their power they will spend (max 7). Optionally (secretly) add up to one combat card for each of your character and mechs involved in the combat.

REVEAL: Reveal Power Dials and combat cards, adding totals.

RESOLVE: Player with higher total wins (attacker wins ties). Discard combat cards and pay power.

WINNER: Place a star on Triumph Track (if able). Lose 1 popularity (if able and if you are the attacker) per loser's retreating worker.
LOSER: Retreat all units to home base. Leave resources behind. If you spent at least 1 power or combat card, gain 1 combat card.

BOTTOM-ROW ACTIONS

Announce your bottom row action so that adjacent players may take advantage of recruit bonuses. Gain $1 per on the action (even if you've maximally completed the main action).

UPGRADE

Pay the cost to move a technology cube from a green box ( ) on a top-row action (increasing its benefit) to a *bracketed* red box ( ) on any bottom-row action (decreasing its cost).

DEPLOY

Pay the cost to take one mech off your Faction Mat and place it onto a territory with your worker. Your character and mechs now gain the ability on the Faction Mat the mech uncovered.

BUILD

Pay the cost to place a structure from your Player Mat onto a non-lake territory with your worker with no other structures.

STRUCTURE BONUSES

MONUMENT: Gain 1 when you Bolster.

MILL: The Mill may produce as if it were 1 worker. If workers are on the Mill, they may also produce.

MINE: Counts as for moving only your units.

ARMORY: Gain 1 when you Trade.

ENLIST

Pay the cost to move any recruit token from your Player Mat (uncovering an Ongoing Bonus below the symbol) to cover any open Recruit Bonus space on the Faction Mat. Gain the covered One-Time Bonus.

Thereafter, whenever you or the player on either side of you takes the bottom row action associated with that Ongoing Bonus, you gain that bonus.